

LOADING INSTRUCTIONS

Spectrum: Rewind the tape to the beginning of side A, then type **LOAD "" (ENTER)**. 128K owners use the loader option.

Amstrad: Rewind the tape to the beginning of side A. 464 hold down **CTRL** and tap the small **ENTER** key. 664/6128 type **I (shifted@) TAPE (ENTER)** then type **RUN"" (ENTER)**.

Commodore 64/128: Hold down **SHIFT** and tap the **RUN/STOP** key. 128K owners ensure the machine is in 64K mode.

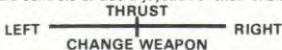
Please follow all on screen prompts.

THE STORY

The evil alien snake brothers, Jim and Quintin have over-run our top secret undersea base Atlantic 5. As the pilot of the amazing prototype submersible, The Shark, you have been chosen to liberate the base from reptilian hands.

CONTROLS

C64 owners use a joystick in port 2. Spectrum and Amstrad owners may redefine keyboard controls or use a joystick of their choice.



FIRE (tapped) fire laser

FIRE (held) fire selected weapon

LEVEL 1: The 3 reactors depicted by heavy machinery at the right of the screen must be destroyed to gain entrance to the next level.

LEVEL 2: You must explore this level and find the entrance to the snake brothers lair.

LEVEL 3: The lair itself; On entering this level you will notice that one of the snake brothers (Jim) has escaped, however, you must kill the remaining brother in order to complete the game. On the C64 version your auto-pilot and combat computers will kick-in at this point, you can sit back and watch Quintin get what he rightly deserves.

Initially your craft is armed with a small phased plasma armour piercing laser weapon, which may be up-graded, and twenty wire guided torpedos and fifteen high power impact mines. You may also collect; bouncing bombs, a plasma blaster, shield, extra energy and a high power generator. These objects are dropped by exploding enemy craft. Contact with enemy craft will result in energy drain.

The panel displayed at the top of the screen will give you the following essential information; **Energy Level, Weapon System in use, Score, Lives left, Remaining Weapons**. Textual information is displayed under this panel.

CREDITS

Original concept & design
Spectrum code
Spectrum graphics
Amstrad code & graphics
C64 code & graphics
C64 music
AY music
AY player
Z80 loading screens
Artwork
Logo
Mastering
Mail order
Textuals, story & shots
Inlay production

Sonia Knight
Paul Griffiths
Jabba
Richard Cooke
Philip Ruston
Digital Light & Magic
Ian Sheridan
Andy Severn
Jabba
Peter Austin
Jon Clark
Kevin Parker
Sunglasses McCann & Belinda
Simon 'Wildcard' Daniels
Pete, Jon, Si, Steve T,
Stevee Dee, Simon & Mike

Production

Simon Daniels



I don't believe it! Yet another Crazy Players Title
Duplication, Design & Print by Interceptor Limited
Check your local stockist for future titles.

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PLAYERS PREMIER MAIL ORDER SOFTWARE SERVICE
 If you are unable to obtain a specific Players or Players Premier title from your local stockist you may order direct from you mail order department.

TITLES AVAILABLE ON CASSETTE Only £1.99 each
 BBC/ELEC C16 C64 SPEC CPC

JOE BLADE 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
JOE BLADE	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STREET GANG			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SWORD SLAYER			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SHANGHAI WARRIORS			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SHANGHAI KARATE			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PSYCHO CITY				<input type="checkbox"/>	<input type="checkbox"/>
EAGLES NEST			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TOMCAT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TITLES AVAILABLE ON CASSETTE Only £2.99 each

	BBC/ELEC	C16	C64	SPEC	CPC
SHARK			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WAR MACHINE			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MUTANT FORTRESS			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MOVING TARGET			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
COBRA FORCE			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SPOOKED				<input type="checkbox"/>	<input type="checkbox"/>
STREET CRED' FOOTBALL			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TASK FORCE		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SUBWAY VIGILANTE	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STREET CRED' BOXING			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dear Belinda, please send me the game/s indicated. I have enclosed a cheque / postal order for £.....

NAME.....

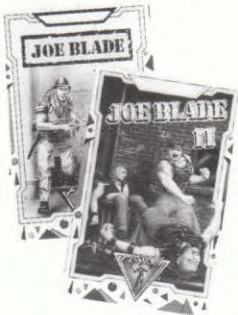
ADDRESS.....

POSTCODE.....

Send this order to: Players (Mail Order Dept.), Mercury House, Calleva Park, Aldermaston, berks, RG7 4QW.

OUT SOON!

JOE BLADE III



**In 1987 PLAYERS
brought you
JOE BLADE!**

**He was back
in 1988 with
MORE MUSCLE &
MORE ACTION**

**In November PLAYERS PREMIER
will launch JOE BLADE III
on an unsuspecting world.**



**"He's here, and
they've given him
his gun back"**

**WE DON'T NEED
RE-RELEASES WE'VE GOT JOE BLADE**

LOOK OUT FOR.....

**LOS ANGELES
DRUGS BUST**

*Grab that UZI: This time you won't need
a search warrant*

LOST CAVES

A SUBTERRANEAN NIGHTMARE!!!

**SAIGON
COMBAT UNIT**

*THE HARDCORE MARINE CORP
BACK IN ACTION KICKING SOME BUTT*

OUT SOON ON PLAYERS PREMIER

JOE BLADE SAYS NO TO RE-RELEASES

PLAYERS - Mercury House, Calleva Park,
Aldermaston, Berks. RG7 4QW.